

AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

LISTING OF CLAIMS:

1. (currently amended) A symbol display device for a game machine, comprising:

at least one symbol display member with, on a first side, a symbol area having plural symbols thereon ~~in the front side~~;

a rotary member overlapped with the symbol display member; and

on a first side of the rotary member, at least one light emission element array, ~~each of which has~~ light emission element array having plural light emission elements ~~on the front side of the rotary member~~,

~~the light emission elements light on and off to display symbols or messages by utilizing afterimage effect while the rotary member is rotating, and~~

wherein, when the rotary member stops rotating, the light emission elements of the at least one light emission element array are lighted on to indicate ~~the~~ one symbol of the

symbol display member and/or to display a specific symbol ~~when the rotary member stops rotating.~~

2. (original) The symbol display device according to claim 1, wherein the symbol display member rotates when the rotary member is rotating.

3. (original) The symbol display device according to claim 1, wherein the light emission element array is provided in an area that does not overlap with the symbol area.

4. (original) The symbol display device according to claim 3, wherein plural light emission element arrays are arranged on the rotary member such that each of the light emission element array extends radially to indicate the symbol in the symbol area;

wherein the light emission element arrays turn the light on and off sequentially when the rotary member stops rotation.

5. (original) The symbol display device according to claim 3, wherein the symbol display member is composed of the

symbol area and a transparent area, and the rotary member is placed behind the symbol display member such that the light emission element array is overlapped with the transparent area.

6. (original) The symbol display device according to claim 1, wherein the light emission element array is partially overlapped with the symbol area.

7. (currently amended) The symbol display device according to claim 6, wherein the light emission elements are divided into a first light emission element group that overlaps the symbol area and a second light emission element group that does not overlap the symbol area;

wherein all of the light emission elements light on and off to display symbols or messages ~~by utilizing afterimage effect~~ while the rotary member is rotating, and the first light emission element groups or the second light emission element group is lighted on when the rotary member stops rotating.

8. (original) The symbol display device according to claim 7, wherein the symbol display member is composed of the symbol area and a transparent area, and the rotary member is placed behind the symbol display member such that the second light emission element group is overlapped with the transparent area.

9. (original) The symbol display device according to claim 1, wherein the symbol display member and the rotary member have different shapes.

10. (original) The symbol display device according to claim 9, wherein the rotary member has a rectangular shape.

11. (original) The symbol display device according to claim 10, wherein the rotary member swings clockwise and counterclockwise within a predetermined angle.

12. (new) The device of claim 1, wherein, the light emission elements are lighted on and off to display symbols or messages by utilizing afterimage effect while the rotary member is rotating.

13. (new) A symbol display device for a game machine,
comprising:

a symbol display member with a symbol area, having
plural symbols thereon, and a transparent area;

a rotary member placed behind the symbol display
member; and

at least one light emission element located on the
rotary member such that a portion of the light emission
element overlaps the symbol area and another portion of the
light emission element does not overlap the symbol area,

the at least one light emission element being lighted
on when the rotary member stops rotating.

14. (new) A symbol display device for a game machine,
comprising:

a symbol display member with a symbol area, having
plural symbols thereon, and a transparent area;

a rotary member adjacent the symbol display member; and

a light emission element located on the rotary member,
the light emission element having a first portion that

overlaps the symbol area and a second portion that does not overlap the symbol area,

wherein only one of the first portion and the second portion is lighted on when the rotary member stops rotating.

15. (new) The device of claim 13, the at least one light emission element is located on the rotary member such that the portion of the light emission element overlaps the symbol area and the another portion of the light emission element overlaps the transparent area.

16. (new) The device of claim 14, wherein the first portion overlaps the symbol area and the second portion overlaps the transparent area.

17. (new) The device of claim 13, wherein, the light emission elements are lighted on and off to display symbols or messages by utilizing afterimage effect while the rotary member is rotating.

18. (new) The device of claim 14, wherein, the light emission elements are lighted on and off to display symbols or

messages by utilizing afterimage effect while the rotary member is rotating.

19. (new) The device of claim 1, wherein the plural light emission elements of the at least one light emission element array are each light emitting diodes formed in a light emitting diode array.

20. (new) The device of claim 13, wherein the light emission element comprises a light emitting diode array.